

APR 07 2011

2008-305276

(11)Publication number:

28.10.2003

(43)Date of publication of application:

(51)Int.Cl.

A63F 13/00

A63F 13/10

G06T 17/40

(21)Application number: 2008-088383

(71)Applicant: SPACE TAG INC

(22)Date of filing: 17.02.2003

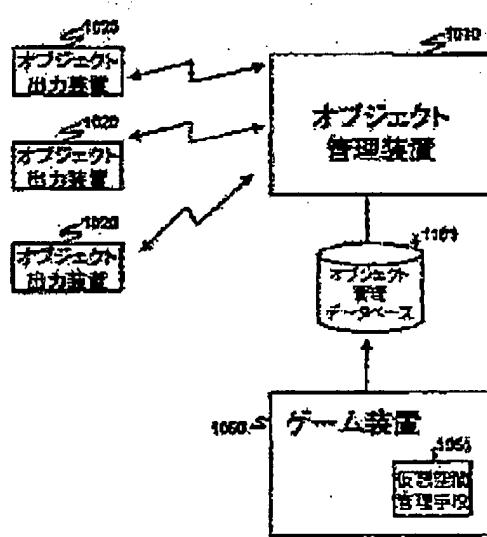
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(30)Priority

Priority number: 2002039394 Priority date: 18.02.2002 Priority country: JP

(54) GAME SYSTEM, GAME APPARATUS AND RECORDING MEDIUM

(57)Abstract:



PROBLEM TO BE SOLVED: To solve the problem that there is no specific guideline which expresses the situation of a virtual space in the state of superposing it on an actual space in a game simulating an original actual world by a virtual world.

SOLUTION: A game system utilizes an object output system which expresses the situation of the virtual space in the state of superposing it on the actual space. The game system is provided with a virtual space management means which defines correspondence between the virtual space and the actual space in which the game is played. The game apparatus which becomes the component of this game system and a recording medium having a program to be used for the game apparatus recorded thereon are provided.